

USER MANUAL

ShadowCrazyChest

Chests that collect, sell and pay by themselves, plus crates and keys.

Five chest types and five crates, balanced and ready. What is mined or dropped in range goes in, or becomes money on the spot.

Percentages, rarities and prices are set with the mouse, in game.

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CHEST MODES

5

CRATES READY

31

COMMANDS

2

LANGUAGES

0

DEPENDENCIES

CONTENTS

Seven sections, always in the same order in every manual of the suite.

01	What it is	3
02	Features	3
03	Installation	3
04	Commands	4
05	Permissions	6
06	Integrations	6
07	Licence and help	7

What it is

■ THE PROBLEM IT SOLVES

Five chest types and five crates, balanced and ready. What is mined or dropped in range goes in, or becomes money on the spot. Percentages, rarities and prices are set with the mouse, in game.

■ FREE AND PREMIUM

Without a licence the free version runs: 2 chest types and 2 crates, up to 3 chests per player and 20 players online. Past that limit the Premium features need a key.

What you type is English on any server: the subcommands, the config keys and the rule names. What players read is translated.

Features

Six things this plugin does, each verifiable in the pages that follow.

Five chests and five crates

It does not install empty: types and crates arrive balanced against each other, with names, descriptions, prizes and prices written.

Collects in a radius

What is mined or dropped in range does not fall on the ground: it goes inside, in rings of chunks around the chest.

Instant selling

With instant-sell the money arrives while you mine, without passing through the inventory and without a second plugin.

Crates and keys

Right click opens it and spends a key, left click previews the prizes, and a hologram can sit above the block.

Configured with the mouse

Percentages, rarities, prizes, keys, levels and prices are set in game, without typing a command and without opening a file.

3D models above the block

Every chest type can have its own model, and the same look applies to the item you hold before placing it.

Installation

■ THREE STEPS

1 · Copy the jar

Into `plugins/` on your Paper server.
Nothing else to download: the libraries are already inside the file.

2 · Restart

On first boot the folder, the commented configuration and the language files appear. There is nothing to prepare beforehand.

3 · Activate the licence

Only for the Premium features:
`/scc license claim <code>` with the code you received when buying.

■ THE FILES IT CREATES

All inside `plugins/ShadowCrazyChest/`, all commented above every entry. An update adds the new keys to your files without rewriting what you changed.

FILE	WHAT IT DOES
<code>config.yml</code>	The settings, one per line, with what each one does written above it.
<code>lang/</code>	The texts players read. Italian and English, and every player sees the language of their own client.
<code>data/</code>	The storage. An H2 database inside this folder by default: nothing to install.
<code>license.yml</code>	The key, deliberately kept out of the config: a support request saying “send me your config” must not arrive with the licence inside it.

Commands

Every form you actually type, with the permission each one needs.

31 COMMANDS	10 PERMISSIONS	2 GROUPS
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/scc - the main command

COMMAND	WHAT IT DOES	PERMISSION
<code>/scc help</code>	The list of commands available to whoever types it.	<code>shadowcrazychest.use</code>
<code>/scc stats [player]</code>	Earnings, chests owned and sold today. Someone else's name is for administrators only.	<code>shadowcrazychest.use</code>
<code>/scc top [amount]</code>	The earnings leaderboard, up to fifty places.	<code>shadowcrazychest.use</code>
<code>/scc sellall</code>	Sells everything in all of your chests in one go.	<code>shadowcrazychest.use</code>
<code>/scc lang [tag auto]</code>	Picks the language of the messages; with auto it follows the client's.	<code>shadowcrazychest.use</code>
<code>/scc give <player> <type> [amount]</code>	Gives a new chest.	<code>shadowcrazychest.admin</code>

<code>/scc givebooster <player> <mult> <minutes> [amount]</code>	Gives a consumable booster.	<code>shadowcrazychest.admin</code>
<code>/scc booster <mult> <minutes></code>	Starts a booster for the whole server; with clear in place of the multiplier it stops it.	<code>shadowcrazychest.admin</code>
<code>/scc editor</code>	The chest type editor: levels, prices, 3D models.	<code>shadowcrazychest.admin</code>
<code>/scc crates</code>	A shortcut to the crate editor.	<code>shadowcrazychest.admin</code>
<code>/scc status</code>	Storage, economy, hooked integrations and counters.	<code>shadowcrazychest.admin</code>
<code>/scc types</code>	The chest types actually loaded, with the perks of each, their price and whether they are on or off. This is the command to type when a window is missing something the file has.	<code>shadowcrazychest.admin</code>
<code>/scc save</code>	Writes everything to the database right now.	<code>shadowcrazychest.admin</code>
<code>/scc reload</code>	Reloads configuration, languages, types and crates.	<code>shadowcrazychest.admin</code>
<code>/scc license</code>	Version in use, limits, licence and server fingerprint.	<code>shadowcrazychest.admin.license</code>
<code>/scc license claim <purchase-code></code>	Asks the activation service for the licence with the marketplace code.	<code>shadowcrazychest.admin.license</code>
<code>/scc license activate [key]</code>	Activates a key you already hold; with no key written after it, it opens the box with Confirm and Cancel.	<code>shadowcrazychest.admin.license</code>
<code>/scc license refresh</code>	Re-reads the key from disk and checks again.	<code>shadowcrazychest.admin.license</code>

/crate and /key

COMMAND	WHAT IT DOES	PERMISSION
<code>/crate list</code>	The crates on the server, with how many keys you hold for each.	<code>shadowcrazychest.crate.use</code>
<code>/crate preview <crate></code>	A preview of the prizes with the real odds.	<code>shadowcrazychest.crate.use</code>
<code>/crate open <crate></code>	Opens a crate, spending a key.	<code>shadowcrazychest.crate.use</code>
<code>/crate editor</code>	The crate editor: prizes, weights, keys, animations.	<code>shadowcrazychest.admin</code>
<code>/crate setblock <crate></code>	Registers the block you are looking at as a station.	<code>shadowcrazychest.admin</code>
<code>/crate removeblock</code>	Removes the station from the block you are looking at.	<code>shadowcrazychest.admin</code>
<code>/crate reload</code>	Reloads the crate file only.	<code>shadowcrazychest.admin</code>
<code>/key balance [player]</code>	The virtual keys you hold, crate by crate; someone else's name is for administrators only.	<code>shadowcrazychest.key.use</code>

<code>/key give <player> <crate> [amount]</code>	Gives virtual keys, even to someone offline.	<code>shadowcrazychest.admin</code>
<code>/key givephysical <player> <crate> [amount]</code>	Gives keys as an item you hold in your hand.	<code>shadowcrazychest.admin</code>
<code>/key giveall <crate> [amount]</code>	Gives one key to every connected player.	<code>shadowcrazychest.admin</code>
<code>/key take <player> <crate> [amount]</code>	Takes keys away.	<code>shadowcrazychest.admin</code>
<code>/key set <player> <crate> <amount></code>	Sets the exact number of keys.	<code>shadowcrazychest.admin</code>

Permissions

Every node, what it grants, and who gets it by default.

NODE	WHAT IT GRANTS	BY DEFAULT
<code>shadowcrazychest.admin</code> 6 CHILDREN	Full access to every command and administrative feature.	Operators
<code>shadowcrazychest.use</code>	Allows using <code>/scc</code> and your own chests.	Everyone
<code>shadowcrazychest.crate.use</code>	Allows using <code>/crate</code> .	Everyone
<code>shadowcrazychest.key.use</code>	Allows seeing your own keys with <code>/key</code> .	Everyone
<code>shadowcrazychest.admin.license</code>	Allows seeing and activating the licence with <code>/scc</code> license.	Operators
<code>shadowcrazychest.limit.bypass</code>	Ignores every limit on the number of chests that can be placed.	Operators
<code>shadowcrazychest.bypass.protection</code>	Allows placing chests even where the protections would forbid it.	Operators
<code>shadowcrazychest.multiplier.vip</code>	Generation and sale multiplier for the VIP rank.	Nobody
<code>shadowcrazychest.multiplier.vip_plus</code>	Generation and sale multiplier for the VIP+ rank.	Nobody
<code>shadowcrazychest.multiplier.mvp</code>	Generation and sale multiplier for the MVP rank.	Nobody

Integrations

None of these has to be installed, except the ones marked required: when it is there, ShadowCrazyChest uses it; when it is missing, it works all the same.

PLUGIN	WHEN IT MATTERS
ShadowEssentials	Optional
ShadowEconomy	Optional
ShadowPermissions	Optional
ShadowRegions	Optional

ShadowSkyBlock	Optional
Vault	Optional
WorldGuard	Optional
PlaceholderAPI	Optional
DecentHolograms	Optional
HolographicDisplays	Optional
Oraxen	Optional
Nexo	Optional
ItemsAdder	Optional
MMOItems	Optional
Slimefun	Optional
MythicMobs	Optional
ExecutableItems	Optional
EcoItems	Optional
HeadDatabase	Optional
TokenManager	Optional
BeastTokens	Optional
TokenEnchant	Optional
PlayerPoints	Optional

Money features need an economy: ShadowEconomy, or Vault with an economy plugin. Without one, those features switch themselves off and the rest of the plugin works.

Licence and help

The licence covers the number of servers stated at purchase and does not expire. It is activated from the game or the console, and from then on the Premium features switch on by themselves at every boot.

■ IF SOMETHING DOES NOT ADD UP

Support goes through tickets, from the customer area on **shadowmc.net** or from the game with ShadowControl. A ticket opened from the game arrives with the Paper version, the plugin version, the operating system and the last errors already attached: half the investigation is done.

SHADOWMC

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shadowmc.net